

FUTURE WORLD



STEVE PERRIN



Background for Future World

THE EMPIRE'S WORLDS

There are three sorts of worlds within the Empire.

The *core worlds* are the central, fully settled and civilized, worlds of the Empire. Most of them were settled during the Second Empire, and either formed or were conquered by the Third Empire. They are both residential and industrial. Gates go from these worlds only to other core worlds and to *frontier worlds*.

The *frontier worlds* are those colonized by the Empire and are considered pacified, if not entirely civilized. Here are farmlands, forests, and most of the military bases. These worlds screen the Empire's core worlds from the rest of the universe, as typified by the *outer worlds*.

The *outer worlds* are untamed worlds which may harbor unknown or unconquered menaces. They may be undergoing colonization, may contain alien races which are not a part of the Empire, or may be uninhabitable for reasons of atmosphere and gravity, but have a wealth of resources for plundering by imperial exploiters.

No gate may legally be opened between the outer worlds and a core world. All traffic must go through the frontier worlds, even traffic between two outer worlds. Enforcing this rule is part of the job of the unique service, military, and law enforcement organization known as the Imperial Corps of Engineers (ICE), the first rank of defense for the Empire.

Frontier and outer worlds are exploited by the great corporations of the Empire. If ICE is civilization's first line of defense, the corporations provide the offensive thrust for the civilization. Corporations license gates from the Empire and push out to new worlds, opening new fields of trade and exploitation. It is with these corporations that most adventurers find their adventure. The corporations continually seek experienced personnel as members of trade teams, company guards, exploration forces, and counter-espionage groups. Between potential problems from hostile aliens and active industrial sabotage from rivals, there is always a place for a young adventurer who wants to leave safe old Terra and venture among alien worlds.

HOW GATES WORK

Operating from a central base, ICE technicians develop the coordinates for a focus on a new planet from information provided by astronomers and computer models of the universe. Every attempt is not successful. Often there is nothing where the astronomers and computers think it might be, for their predictions are only about 75% accurate. If there is no planet after all, or the planet varies so much in gravity, size, or rotation that it cannot be brought into line with the world the gate is based on, then the gate will not focus firmly and contact cannot be maintained.

Sometimes gate-forming succeeds in an unexpected way. Sometimes the world seems right, but the sun does not match its expected spectral type, or the star formations are wrong. One world has been proven to have a different (though not very different) set of natural laws, not belonging to this universe. Gates formed for transportation on the same world as the base have been known to go to a parallel world. The other is often exactly like the one it left from, but a ground transport check of the focus confirms that it is not on the same world as the base. Any gate found to go to a parallel world has been shut down immediately, but rumors of their existence are found throughout the Empire.

A gate requires the power of a medium fusion reactor. For safety reasons, the power for operating gates is always self-contained. Minimal power drain for a gate maintains a carrier wave; any gate used for transportation or changing its focus sucks up much power.

All gates to outer worlds have their base on frontier worlds. There is never a gate base on an outer world that focuses on a frontier world, and never a gate base on a frontier world focused on a core world.

GATE BASE

A gate base consists of all the focusing equipment, a medium fusion power plant to power the gate, and living accommodations for personnel. Once the coordinates are established, the gate is created. Barring complications, anyone can travel between the world the base is on and the world the gate is focused on as long as the gate is in operation.

FOCUS

The gate base is the only installation needed for a fully operating gate. The target world needs no equipment on it. The focus of a gate is simply the area on the target world on which the gate locks. Normally, the focus area on the planet will be an area similar in geology and climate to the area of the gate base. Many elaborate theories, and little proof, explain why this similarity exists.

APPROPRIATE WORLD

By Imperial law, no gate may connect an Earth-type world to a world other than Earth-type in atmosphere, gravity, or rotation period. No one has ever successfully established a gate to a world which differed from the gate base world in gravity or rotation by more than 10%. Atmosphere has never interfered with such gates, however. Rare special licenses have been issued to companies wishing to mine the atmospheres of non-oxygen-atmosphere worlds. Chance contact with an intelligent race inhabiting such a world is automatic cause for closing the gate.

Unless propelled by force or by pressure differences, cross-gate atmospheres mix together slowly.

GATE TRANSPONDER

Maintaining a fully-open gate is expensive in time and power, but turning the gate on only at scheduled intervals can be disastrous for people needing a quick gate exit. The solution to this dilemma is the gate transponder.

Once an activated transponder has been taken through a gate, it passes a carrier wave back to the gate. Pushing a button on the transponder alerts the gate technicians at the gate base to open the gate again, saving vital time and yet not wasting power.

If the transponder is shut off while in the focus area, or if it is moved from the focus area, the link to the gate is broken. Transponders are small and easily hidden, and the on-off switch takes a conscious effort to find and alter. Most explorer teams leave a transponder guard when investigating new worlds. Nevertheless, several transponders have wound up in the bellies of large animals, leaving the exploring parties to wait until a gate is reopened to seek the reason for the broken link.

A gate transponder has a tacpack-style generator and weighs one ENC. The generator will put out one point of energy to fuel the transponder. The rest of the mass is taken up by the transponder circuitry.

HISTORY

No one knows if the Second Empire discovered the gates by scientific research or by looting an ancient ruin of a previous race, but those initial explorers obviously worked by hit-or-miss and were still discovering the possibilities. Then the Second Empire was suddenly destroyed as hordes of alien invaders invaded and counter-invaded the Second Empire core worlds through the Empire's own gates.

A basic strength of the Third Empire is ICE's knowledge of gate interference technology. Any world with a gate base can stop any number of gate focuses from being established on it and trace an invading gate to its source. This makes gate invasion impossible unless the gate base on the target world has been subverted or sabotaged. As long as one gate base exists, no unwanted gate can focus on the world, though an enemy gate base on the same world can bring in invaders. To maintain the inviolability of Empire gate bases and to keep illicit and invading bases from being established is the job of ICE.

HOW ICE WORKS

ICE is an elite military, security, and law enforcement arm of the Empire, dedicated to the maintenance, protection, and control of all gate technology. They supervise and guard the established gates, open newly authorized gates, and close down illegal gates. The best of every Empire race is recruited into ICE.

As shown in Chapter II, once joining ICE, a character cannot leave until finishing his normal preliminary career pathing. Once a character has spent four terms in ICE, he may leave voluntarily. Some of those four terms can be spent in other military or scientific careers. Only a dishonorable discharge releases a character from service prematurely.

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Future-World



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The world has had hundreds of years of cataclysms, great wars, and disasters. Yet, the human race has survived and progressed.

Two intermeshed forces dominate this world. The first element is the Third Terran Empire, a bureaucratic empire, with royal dynasty figureheads at the top of a huge, multi-racial civil service. This bureaucracy is mostly involved with the maintenance of the second element of the world, the gates.

The gates bridge the gaps between the worlds. Reaching any world through a gate is as simple as walking to the next block: there is no bother with warp drives, sunsails, or any of the other multitudinous star travel systems employed by previous empires. Gate travel is instantaneous and cost-effective in time and energy.

Gates are rarely used to travel from one point on a world to another point on the same world because of the relative expense, but every world of the Empire is connected in some way or fashion to the others by gates. The Imperial bureaucracy controls the use of the gates through its elite guards, the Imperial Corps of Engineers (ICE).

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II. Character Careers & Races

CREATING A CHARACTER

A *Future*World* character is created as a *Basic Role-Playing* character is, with rolls of 3D6 determining STR, CON, SIZ, INT, POW, DEX, and CHA. *Future*World's* higher health standards allow any characteristic roll of 12 or less to be increased by 3, except for CHA.

Players wishing to play aliens or robots should find the dice rolls used to determine the characteristics of those beings under the descriptions of those beings later in this chapter.

DAMAGE BONUS

A character with STR or SIZ of 15 or more may add 1D6 to the damage done with any hand-held weapon including a fist or a kick. If the character has STR or SIZ of 25 or more, the extra damage is 2D6; 35 or more gives extra damage of 3D6, and so on. There is no second bonus if both SIZ and STR are over 15. In all cases use the higher one of the two characteristics to determine extra damage. This damage bonus is not applied to missile or distance weapon results.

PREVIOUS CAREER PATHS

Every beginning character is assumed to have gone through a general education course, bringing the character to his initial career at an age of about 18 Terran years. Six career paths are open to a beginning character; when entering any of the careers on the Careers and Enlistment Table, the beginning character will be considered a civilian.

Careers Available to Beginning Characters

- CIVILIAN** – the character can join the general workforce of the Empire to learn ordinary trades and skills.
- ICE** – the character can become a member of the elite corps of gate guardians.
- SCOUTS** – the character can become one of the world exploration and first-contact specialists.
- ARMY** – the character can enlist in the main military force of the Empire.
- SCIENCE** – the character may continue his education in the sciences as a researcher or developer of new knowledge.
- CRIMINAL** – the character may join the underworld of the Empire and perfect his abilities in illicit activities.

LENGTH OF PRIOR EXPERIENCE

Each character will serve 6 yearly terms of 'career pathing' before starting an initial career. Each term on a career path allows him 15% increases in two or three skills (depending on the career) from those learnable during a term (see the Training and Experience Chart). A term always equals one year.

Non-military characters joining ICE late in their career pathing must start play as ICE men, and will gain in skill only through play.

To enlist in a career path, the character must satisfy the requirement listed for the career on the Careers and Enlistments Table. All beginning characters are considered to be civilians, and their chances to enter other career paths are based upon their status as civilian. A character may attempt to change his career at the end of a term; this is determined by a modified die roll of 18 or more, as noted on the Careers and Enlistments Table. If the character fails the prescribed die roll, he must continue in his previous career for another term.

Price and Wage Table
For Core or Frontier World

Item	Cost in Credits
Clothing	
full set of work clothes/uniform	100 Cr
standard dress/sports clothes	500
fashionable dress clothes	800
court dress clothes	2500
Living Expenses for 1 Year (with clothing)	
subsistence	4000
average	12,000
wealthy	200,000
Lodging Per Day	
Cheap	20
average	60
deluxe	500
Transportation	
standard civilian grav-car, new	10,000
local public transport, daily	2
same-world gate travel	1000
inter-world gate travel	10,000
Tools	
basic hand tool set	300
basic electronics tool set	1000
full laboratory, per science	300,000
30-point tool computer	10,000
standard library computer	20,000

WAGES

Per Year of Following Occupation*	Credits
civilian	1D20 x 3000
army	1D10 x 3000
scouts	1D10 x 4000
ICE	1D10 x 6000
science	1D10 x 10,000
criminal	1D100 x 4000

* These wages are for characters involved in their 6 terms of service. Career professionals may eventually earn as much as ten times the top amount shown above.

EXAMPLE

John Steel, new graduate, is automatically a civilian. His STR is 16, his CON is 17, and his DEX is 14. The Careers and Enlistments table requires that to become a Scout, those three characteristics must be averaged together, 1D4 thrown, and that the total will equal or exceed 18. Fractions are rounded up to the nearest whole number. John's required characteristics average 15.6, and this is rounded up to 16. John's player throws 1D4 and gets a 2. A 2 added to 16 equals 18, just enough for John to join the Scouts.

After his first term in the Scouts, John wants to join ICE. As required on the Careers and Enlistments Table, his DEX (of 14), INT (15) and POW (16) are averaged together, yielding 15. His term as a Scout gives him a bonus 1 point, making 16. John's player rolls 1D4, but gets a 1! The total is 17, not enough to get into ICE. John stays in the Scouts for another term. This time though the average of his pertinent characteristics is still 15, he gets a point for each of his two Scout terms, a score of 17. Now, no matter what John's player rolls on the 1D4, John can join ICE.

John can now serve his remaining 4 terms in ICE and emerge with impressive skills for his new career as an adventurer.

Careers and Enlistments Table

<i>To Go From This Career</i>	<i>And Get To This Career</i>	<i>Requires a Score of 18+, Obtained as Shown Below, Unless Automatic,</i>	<i>Including any Appropriate Modifiers</i>
CIVILIAN	ICE	INT+POW+DEX divided by 3, +1D3	+1 per Scout term, +2 per Science term, and +1 per 2 Army terms
	Scouts	STR+CON+DEX divided by 3, +1D4	+1 per Civilian term, +2 per Army term
	Army	STR+CON+DEX divided by 3, +1D6	+1 per Civilian term, +2 per Scout term, +2 per Army term
	Civilian Criminal Science	automatic continuation by choice automatic life of crime by choice INT+POW divided by 2, +1D3	none necessary none necessary +1 per Civilian term, +1 per ICE term
ICE	ICE	automatic continuation	none necessary
	Scouts	cannot be done	not allowed
	Army	cannot be done	not allowed
	Civilian	automatic with dishonorable discharge	none necessary
	Criminal Science	cannot be done INT+POW divided by 2, +1D3	not allowed +1 per ICE term
SCOUTS	ICE	INT+POW+DEX divided by 3, +1D4	+1 per Scout term
	Scouts	automatic re-enlistment	none necessary
	Army	automatic at choice	none necessary
	Civilian	automatic at choice	none necessary
	Criminal Science	automatic with dishonorable discharge INT+POW divided by 2, +1D3	none necessary no modifier allowed
ARMY	ICE	INT+POW+DEX divided by 3, +1D3	+1 per Scout term, +1 per 2 Army terms
	Scouts	STR+CON+DEX divided by 3, +1D4	+2 per Army term
	Army	automatic continuation by choice	none necessary
	Civilian	automatic at choice	none necessary
	Criminal Science	automatic with dishonorable discharge cannot be done without Civilian term first	none necessary not allowed
SCIENCE	ICE	INT+POW+DEX divided by 3, +1D3	+2 per Science term
	Scouts	STR+CON+DEX divided by 3, +1D3	no modifiers
	Army	STR+CON+DEX divided by 3, +1D3	+1 per Science term
	Civilian	automatic at choice	none necessary
	Criminal Science	automatic at choice automatic continuation by choice	none necessary none necessary
CRIMINAL	ICE	cannot be done	not allowed
	Scouts	cannot be done	not allowed
	Army	STR+CON+DEX divided by 3, +1D6	-1 per Criminal term, +1 per Civilian term
	Civilian	INT+POW divided by 2, +1D6	-1D3 per Criminal term
	Criminal Science	automatic continuation by choice cannot be done without Civilian term first	none necessary none allowed

Training and Experience

<i>CIVILIAN</i> <i>(2 each per term)</i>	<i>ICE</i> <i>(3 each per term)</i>	<i>SCOUTS</i> <i>(2 each per term)</i>	<i>ARMY</i> <i>(2 each per term)</i>	<i>SCIENCE</i> <i>(3 each per term)</i>	<i>CRIMINAL</i> <i>(2 each per term)</i>
Weapons ²	Weapons - all	Weapons - all	Weapons ¹	Weapons ²	Weapons ³
Technical ⁵	Technical ⁴	Technical ⁴	Technical ⁴	Technical ⁴	Technical ⁴
Common	First Aid	First Aid	First Aid	Science ⁵	Common
Trade	Survival ⁶	Survival ⁶	Stealth ⁷		Stealth ⁷
First Aid	INT / CINT Stealth ⁷	INT / CINT Stealth ⁷			

INT = 'Intelligence'; CINT = 'Counter-Intelligence.'

¹ Army teaches all weapons except Hideout.

² Civilians/Scientists do not learn Automatic or Support weapons.

³ Criminal teaches Hideout; other Civilian weapons are possible.

⁴ Each term allows 15% increase in any 1 technical skill.

⁵ Each term allows 15% increase in any 1 science skill.

⁶ Each term allows 15% increase in all survival skills.

⁷ Each term allows 15% increase in all stealth skills.

DISHONORABLE DISCHARGES

If a player wants his character to have both military and criminal careers, the player may specify a dishonorable discharge for his character, giving him some color and an interesting past. A dishonorable discharge is strictly at the choice of the player.

Once a character has a dishonorable discharge, he may never again take a term of service in ICE, Scouts, or Army.

SKILL DESCRIPTIONS

Common — Everyday skills like cooking, sewing, metalworking, carpentry, etc. One term of learning any one of these skills increases that skill by 15%.

First Aid — A skill resembling that found in *Basic Role-Playing*, though this skill is less generally used in *Future*World*: the beginning chance is only 10%.

Intelligence/Counter-Intelligence — This grabbag of skills involves interrogation techniques, security systems, and background knowledge of potential enemies and allies. It includes techniques for communicating with those who speak no known language. If two users of the skill are in opposition (one is questioning the other, or one tries to penetrate a security system set up by other, for instance), each must continue to successfully make his percentage roll in this skill until one fails, at which time the other user is the victor in the matter. A referee might break up such a confrontation into a series of individual questions, individual alarms, and so on.

Science — This is a skills family. One term of training increases a character's ability with one of the following skills:

Physical Sciences — The science of working with atomic, molecular, and physical theory. A physicist can be expected to understand strange phenomena and to learn from them. He may be able to work with a technician to make an artifact (such as some form of communicator) work as something else (such as a force field generator).

Biosciences — This science works with biological forms, processes, and systems. Bioscientists can understand strange biological phenomena, and have experience in identifying unfamiliar plants and animals, and in forming workable hypotheses about their natures.

Geosciences — This science studies soils, rocks, and mineral types, and landform, continental, and planetary processes. A geoscientist can help find mineral riches and will notice peculiarities of volcanism or the impact of strange weather upon the land.

Relationsciences — Psychology, sociology, anthropology, archaeology, etc., fall in this category. A relationist studies alien cultures, alive and dead, and can accurately estimate the needs and wants of cultures. He will be trained in languages and in communication skills with aliens who speak no known tongue.

Other Sciences — Other sciences can be introduced into play by the referee who feels a need for further specialization.

Though each of the science skills are greatly over-simplified, referees can fairly assume that only generalists will be attracted by the adventures inherent in exploring future worlds.

Stealth — This is two skills, Move Quietly and Hide, from *Basic Role-Playing*. Unlike most other skills, a term of learning in this category gives a 15% increase in both. But *Future*World*

does not encourage these skills as does the world of *Basic Role-Playing*, and so the base chance for both starts at 10%.

Survival — This includes the *Basic Role-Playing* skills of Jump, Climb, Listen, Spot Hidden, Throw, and Fist, useful for wilderness survival. One term in learning Survival yields a 15% increase in the listed BRP skills. Since the *Future*World* character ordinarily does not learn such skills in childhood, his base chance with each of them is 20%.

Technical — This is a skills family. A term of training increases by 15% the character's ability with one of the following skills. A few skills are learnable only by characters following certain career paths, and these are shown in the descriptions.

Communications — Using the electronic communications gear available in *Future*World*, a communications technician can attempt to find elusive wavebands, cannibalize three sets to make one work, contact distant receivers, etc. Communications techs are familiar with most known emergency codes. If he has had military experience, he knows many military codes.

Computers — Computer techs are operator/programmers. They are responsible for using tool computers to perform any needed function. Military computer techs will be trained to program for ECM/DCCM.

Engineers — Engineers build the equipment that the others manipulate and maintain, as well as things like bridges (needed even with anti-gravity) and buildings.

Gate — A trained gate technician can use the machinery of the gate to find requested coordinates and establish contact if possible. He can close gates or change their focus.

Maintenance — Any technician can maintain and repair his equipment with a skill percentage equal to half of his skill with that equipment (round up any fraction to the nearest whole number). One successful roll with this skill raises the Maintenance skill to that of his percentage skill with the equipment in question, and gives him half that percentage in repairing any equipment even remotely similar. *EXAMPLE: a 45% gate tech has a Maintenance skill of 22.5%, rounded up to 23%. If he makes his Maintenance skill, it will rise to 45%, matching his Gate, and he will be able to repair something like communication equipment with 23% skill.*

Pilot — With the availability of anti-gravity vehicles, the skills of driver and pilot become virtually the same. Pilots can drive any anti-grav vehicle with any training. Hazardous maneuvers, and speed on tricky routes (in and out of trees, around sheer cliffs, etc.) require successful skill rolls. A military pilot knows combat maneuvers. Any pilot is familiar with the principles of navigation.

Robotics — Just as First Aid is the skill of repairing humans and other organic creatures, Robotics gives the trainee the ability to repair robots. Successful use of this skill with robots has the same results as successful use of First Aid with humans.

Trade — With this skill characters learn to recognize worth and bargain for it. A character has a base chance of 15%, and it increases 10% each term as a civilian.

Weapons — This is a skills family. Skills here concern one or more of the types of weapons described in the combat chapter. Each weapon has a type and a category. A character trained in one type and category can use another type and category only at its basic percentage, even if either the type or the category is the same as the one with which he is trained.

TYPES: weapon types are based on the power source. The three types are *projectile* (using chemical explosives to project

bullets, like 20th century firearms), *laser* (using beams of light), and *blaster* (super-hot plasma confined in magnetic bottles).

CATEGORIES: categories define how the weapons are used.

A *hideout gun* is a concealable weapon used for surprise. It is rarely larger than a human hand.

A *handgun* is a holsterable, one-handed weapon, usually used by law-enforcement and military officers. It is about the size of two hands held together.

A *rifle* is held to the shoulder to fire, is about a meter long, and is generally used for long-range fire, as in hunting or in sniping.

An *autogun* is not as accurate as a rifle, being intended to put out a large volume of fire quickly.

A *flechette gun* resembles a 20th century shotgun, firing quantities of small projectiles over a relatively large area.

The *support gun* is a military weapon, usually fired from a tripod, used to support charging troops by keeping enemy heads down and breaking up enemy charges by killing charging enemies.

OTHER WEAPONS: the rules include other weapons like grenade and missile launcher. Each of these categories is also a separate skill.

EXAMPLE

John Steel went through two terms as a Scout and four as an ICE man. Let's see what this career path brought him in experience. For his first term in the Scouts, his player decided that John was instructed in Laser Rifle (he prefers the heavy version, but he can use both), and First Aid. This brought up his Laser Rifle ability to 25% and his First Aid to 25%. In the second term John picked up another 15% at Laser Rifle and 15% in all Survival skills.

Once he joined ICE, John's player had him learn the technical skill of Gate operation (on the reasonable assumption that every beginning ICE man should know at least 15% Gate), and also added 15% more to his First Aid skill, and also decided that ICE had trained him with Guided Missile.

For his fourth term (his second in ICE), John's player decides that ICE is using him on some surreptitious work: John picks up 15% in both Survival and Stealth, as well as the use of a Hideout blaster.

In his fifth term, John's player gives him varied tasks, and John increases in Gate, Guided Missile, and Stealth.

Obviously a good undercover operator, his final term adds 15% in Stealth, Survival, and Intelligence/Counter-Intelligence.

Note that in the Scouts, John gained 15% increases in two skills per term, but the intense workload and demands of ICE work gives him three skills per term.

CONTINUING CAREERS

Nothing forces a character to become a free-lance adventurer. Entire campaigns can be set up with the characters still following extended careers as ICE men, soldiers, or Scouts. As regular adventurers, they effectively continue a civilian career, in any case. ICE men in particular have many opportunities for adventure in espionage and exploration situations.

RETAINING EQUIPMENT

A character does not automatically retain any equipment he is trained to use after leaving his career path. If the Army veteran wants to have a guided missile launcher, he must buy one for the costs shown on the combat charts in the Combat chapter.

Core world authorities do not allow civilians to carry anything bigger than a Hideout gun. Characters cannot expect to walk the streets of their home world packing heavy weapons.

Most frontier worlds allow handguns and rifles, though many police forces object to blasters as war weapons.

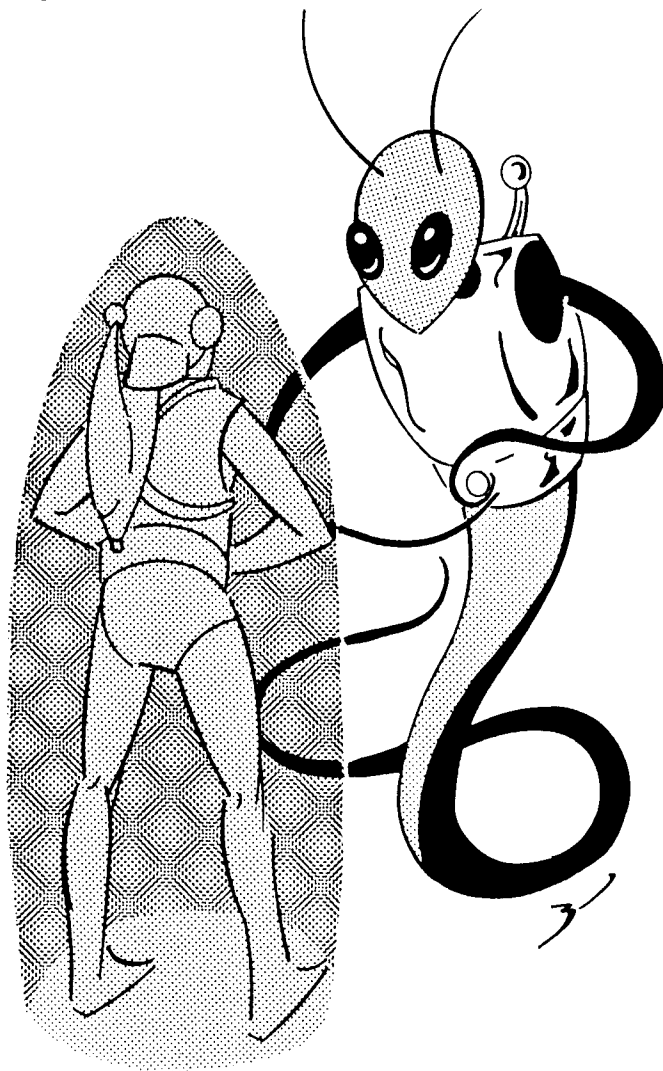
Explorers pack anything they can get on the outer worlds. Character do not need their own heavy weapons, for exploration companies are happy to supply such weapons. If, on leaving the employment of such a company, the character wants to keep a weapon, the company usually will sell it to him at about half normal price.

OTHER RACES

In *Future*World*, the inter-world gates have brought mankind into contact with humanoid and non-humanoid alien races. By the nature of the gates, all alien races share the need for Earth-like gravity and rotation.

The Empire traditionally is called the Terran Empire, even though many races are part of it. Other races are in contact with the Empire and treat it as neutrals or as active competitors. The following descriptions include two competitive races, the Quertzl (KWIRT-zul) and the Sauriki (saw-REE-kee), one member race, the Rumahl (ROO-mall), and one created race, the Robots.

*Future*World* referees are free to create other races to rival or to assist the Empire in its explorations. Science fiction novels and stories supply hundreds of examples of intelligent races which can be adapted to this game by using as guidelines the species statistics provided.



The Quertzl

Unlike most sapient races known, the Quertzl are neither humanoid in shape nor do they have individual minds. Their body shape is vaguely insectoid, and they are equipped with a hive-mind in which every member of their race within a light year's distance participates. If two hives move within a light year of one another, they instantly merge, interrelating their experience, but maintaining their separate hive-mind identities.

Since their gates and ICE's gates started focusing on the same planets, an uneasy general peace has been punctuated by territorial wars on and for specific planets. The last such battle for a planet happened a hundred years ago. A treaty calls for marker satellites which will interface with the other race's gates and warn them of prior occupation. In practice, such satellites have been known to disappear.

Three types of Quertzl are known, and others may exist. The types encountered are the so-called *scouts*, the *tanks* (or *beetles*), and the *drones*.

Scouts have long, whip-like bodies with tentacles as manipulatory organs. They use a jump-belt torso pack to keep themselves airborne at all times, and seem to command all Quertzl fighting squads (they certainly do all the communicating). Scouts are small, fast, and deadly in a firefight because of their great speed and agility.

Beetles are short and squat, far more insect-like than the scouts, and they possess a natural chitin armor. They do not fly, and they are slow, but they are strong and very durable, and handle all weapons with ease.

Drones are much like beetles, but lack the armor and dexterity of beetles.

About 80% of the time, there will be one scout for each two beetles, and two drones for each beetle in a squad, or seven members in all in a squad.

Scout

STR	1D6+2	Move: 40 meters per melee round.
CON	1D6+2	Basic Shape: insect head, whip-like body.
SIZ	1D6+3	Psionic Ability: instant communication with all
INT	18*	other Quertzl; no other psi powers.
POW	3**	Armor: rely on force screen.
DEX	4D6+3	Skills: 18 Army, Scout, or Civilian choices; take
CHA	1D6+3	from any of the three.

Beetle

STR	4D6+6	Move: 18 meters per melee round.
CON	3D6	Basic Shape: like an Earthly beetle.
SIZ	4D6+6	Psionic Ability: instant communication with all
INT	18*	other Quertzl; no other psi powers.
POW	3**	Armor: chitin (projectile -4, laser -5, blaster
DEX	3D6	-9); also use force screen.
CHA	1D6	Skills: 15 Army choices.

Drone

STR	2D6+6	Move: 24 meters per melee round.
CON	3D6	Basic Shape: like an Earthly beetle.
SIZ	2D6+6	Psionic Ability: instant communication with all
INT	18*	other Quertzl; no other psi powers.
POW	3**	Armor: skin (projectile -2, laser -3, blaster
DEX	1D6+6	-5); may have force screen.
CHA	1D6	Skills: 18 Civilian or Science choices.

* This signifies the intellect of the group mind, which knows everything that any Quertzl within 1 light year knows.

** This signifies an additive for the group mind. If one Quertzl is within 1 light year, its POW is 3. If two are within 1 light year, each of their POWs is 6. If there were seven within a light year, each of their POWs would be 21, and so on. However, any attack which affects the POW of a group of Quertzl hive-minds automatically affects every Quertzl within a light year.

The Sauriki

The Sauriki are a warm-blooded reptilian race. Like the Quertzl, the Sauriki are colonizing rivals to the Empire. Unlike the Quertzl, the Sauriki have long-standing enmity with the Empire, and are the closest thing to a racial enemy that the humans and their allies have.

Many centuries before, in the time of the Second Empire, imperials seized a planet and enslaved the native population. The colonizers did not know that the feudalistic natives were a primitive offshoot of the star-hopping Sauriki multi-culture. When the parent culture discovered the outrage, war broke out. Both races had gate technology and lacked the ability to defocus an enemy gate. Invasion followed invasion, and the principal planets of both cultures were devastated. By the end of hostilities, both empires were ravaged and broken.

Centuries later, when contact between the two cultures resumed through a Third Empire gate, the humans had all but forgotten the war which destroyed the Second Empire. But the long-lived Sauriki remembered every defeat and victory.

The Sauriki memories of the devastation and their appreciation of the Third Empire's gate-defocusing techniques keeps them from a second war. Many of the divergent Sauriki cultures wish for nothing but peace with the human Empire, but warrior cultures within the Sauriki still seek revenge, and still plan for the day hostilities will resume. These latter cultures work continually to weaken the Empire and to subvert its allies. They have rarely been known to make an overt attack, but usually work through the natives of the various planets.

Ministers of the Third Empire are happy that an emanation of the Quertzl hive-mind prevents nearly all contact between the Quertzl and the Sauriki. Though Quertzl telepathy is undetectable by humans, the Sauriki have a slight telepathic ability, and a hive-mind acts as an unpleasant constant pressure on Sauriki, so that they cannot live on the same planet as Quertzl even for an hour. This strains even diplomatic relations, and keeps apart these two powerful foes of the Empire.

Sauriki

STR	3D6	Move: 20 meters per melee round.
CON	2D6+2	Basic Shape: humanoid, but tailed.
SIZ	2D6+2	Psionic Ability: sensitive, but with no
INT	3D6+3	psychic capability.
POW	3D6	Armor: skin (projectile -1, laser -1, blaster
DEX	3D6+3	-1); wears armor identical to the Third
CHA	3D6	Empire's.
Skills: 12 or 18 (+1D6) choices from any career		
path, including ICE, on the Empire's skills list. Once set on a career,		
Sauriki do not shift, so an individual Sauriki will have skills only		
from ICE, or Scouts, or Army, or Civilian, or Criminal, or Science		
career tracks.		

The Rumahl

These bear-like bipeds are associates of the Third Empire, and individuals of the race are often found in military positions throughout the Empire.

Rumahl are quite friendly, but tend to go berserk in battle. Culturally similar to the Empire, the Rumahls have no gate technology of their own. They have colonized several worlds by means of gates leased from ICE.

Rumahls encountered away from their villages will be male; females stay with their homes and rule the local villages. Every Rumahl planet is lightly populated; except on their home world, no Rumahl town exists with a population larger than 20,000.

Blessed with a keen sense of smell, Rumahls do not use internal combustion engines because of their stinking exhausts. The transport network features animal-drawn or electric vehicles, and dirigible airships.

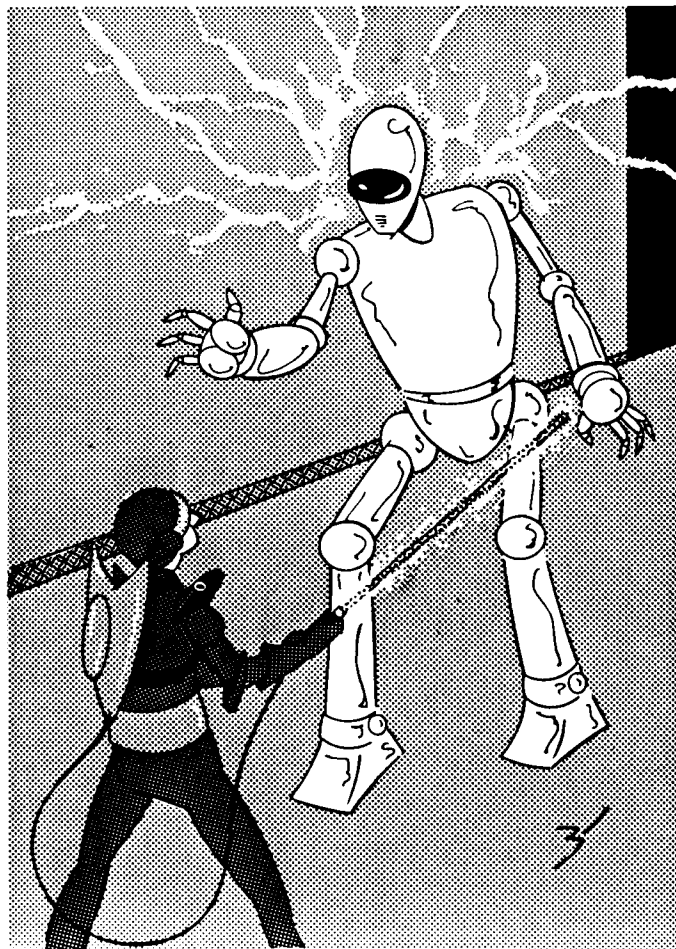
Male Rumahls frequently hire out as mercenaries and guards within the Empire, positions highly regarded within their own culture. Socially and politically they are second-class citizens in the Empire.

Rumahls

STR 4D6+3	Move: 24 meters per melee round.
CON 4D6	Basic Shape: humanoid, bear-faced.
SIZ 4D3+3	Psionic Ability: none.
INT 3D6	Armor: skin (projectile -3, laser -1, blaster -1).
POW 3D6+6	
DEX 1D6+6	Skills: 12 Army or Civilian choices. A Rumahl's Survival and Stealth skills start at the <i>Basic Role-Playing</i> percentages, not the <i>Future World</i> percentages.

The Robots

Artificial intelligence computers (robots) are made by several corporations in the Third Empire, and all have much the same abilities. Robots are metal/force field constructs forced to 'grow up' after initial programming. Since each grows up randomly, each possesses a different personality after growing up. Their limited intelligence varies within a narrow range.



By law a newly-manufactured robot must pay for its manufacture by service, just as a human undergoes terms of service. Robots can follow the ICE, Army, and Civilian career paths. A few robots are accepted into the Scouts, and some are abducted into the Criminal life; none ever enter Science. Once settled into a career path, robots can rarely transfer to another one unless dishonorably discharged from service. Dishonorably discharged robots always go to a Criminal career unless they came from ICE.

Robots serve four terms of service as repayment for creation, and then face the universe on their own. Robots are intended for work on frontier and outer worlds; very few free robots are found on core worlds (where their social status is lower than that of Rumahls).

Every attempt to create stationary robots or robots exclusively specializing in one skill or skill cluster has resulted in insanity for the robot; consequently robots always are manufactured as similar to the humanoid model as possible within the Empire. Limits of technology do not let them be as strong or as intelligent as humans; in compensation they are very durable and very fast.

Any electronics gear plugged into a robot, such as force screens, EW modules, or tool computers, is manipulated with a DEX of 50. Thus in any melee round a robot with a force screen will shift it at DEX 50, before anyone but another robot can do anything. However, in using mechanical devices such as guns, the robot uses it at the DEX listed in his normal characteristics. If its first action was with plugged-in gear, a robot may perform a second action at its normal DEX.

All robots automatically are capable of vocal and local radio communication.

Robots

STR 1D6+6	Move: 24 meters per melee round.
CON 2D6+12	Basic Shape: humanoid.
SIZ 3D6	Psionic Ability: none.
INT 1D6+6	Armor: 3-point cerametic skin; can wear any normal armor.
POW 3D6	
DEX 4D6+3	Skills: 6 terms of skills chosen from ICE, Army, or Civilian; skills may be chosen only from one of these career paths.
CHA 1D6	

OTHER RACES OF THE EMPIRE

Besides humans, robots, and Rumahl, many other races claim imperial citizenship. Most are humanoid, and several may be formerly human colonists from previous Empires who have been altered by long residency on not quite Earth-like worlds.

Others are definitely non-human, yet are close enough to human scale that the same characteristics rolls are made. The catfolk of Rruuwor are an example. Their feline ancestry gives them an unpredictable heritage of kittenish curiosity combined with leonine pride and aloofness. They have full gate technology, using Empire gates and their own techs and ICE men. Rruuworian worlds tend to be lightly-populated, with large game-hunting tracts set aside for the carnivorous catfolk.

Rruuworii are full Empire citizens, often found in ICE, Scout, and Criminal occupations. They value honor, pride, and a clean death.

III. Game Mechanics —

TIME AND SCALE

As with *Basic Role-Playing*, each *Future*World* melee round is about 12 seconds.

Because of the long ranges of projectile and energy weapons, we recommend a movement scale of about 2 meters to the inch, or of 4 meters to the inch if 15mm figures are used (there are excellent 15mm science fiction figures for sale). Even at this reduced scale, most scenarios may not fit onto a tabletop — or even an apartment floor: a weapon of 300 meters range must be 150 inches (or 75 inches at 15mm scale) away from a target before it cannot reach that target.

To make games manageable, referees are encouraged to put the characters in the worst possible terrain, if only to cut down the actual space needed for play. Even the character with the longest-ranged gun in the universe will have to wait until a spear-armed native decides to move out from behind the obstructing tree.

USE OF SKILLS

Resolve all skills in *Future*World* as skills are resolved in *Basic Role-Playing*.

SKILL IMPROVEMENT

All *Future*World* skills improve with the use of experience rolls.

Characters also may be trained in one or more skills. To train a character after his six terms spent on the career paths, his player must drop him out of play for one game year. The character may be assumed to be in the ICE, Army, or Scouts Reserve, if that is the career path desired. If attempting a new career, the normal career path Career and Enlistments roll for that career must be made.

Gaining extra training may be costly. When bringing a character back into play after spending a game year training, the player must successfully roll the character's luck percentage or less on D100. If failing, he then rolls 2D10 and subtracts that from the character's hit points. If the roll exceeds the character's hit points, the character has been seriously hurt. If the player then fails a D100 roll of his character's CON x 5, the character has died. If the player succeeds on the CON x 5 roll, the character has spent the game year recuperating to recover his normal hit points, and receives no training in that year. Only if the player originally succeeded with the luck roll will the character get the benefit of training originally desired.

COMBAT PROCEDURES

Combat in *Future*World* is faster and more deadly than that of *Basic Role-Playing*. A character's life can depend on his ability to pick the proper force screen or EW mode that will protect him from the offensive weapons of his opponents.

Weapons, force screens, and electronic warfare devices are discussed at length in the following chapter IV, Equipment. Discussed here is game sequence, encumbrance, the combat use of EW (with an example), and seven combat modifiers.

GAME SEQUENCE

Like *Basic Role-Playing*, combat occurs in melee rounds, and each round has the same sequence:

- 1. Declaration of Intent** — in the guise of their characters, players declare a definite action (*I'll put a blaster bolt through that Sauriki over there!*) or a definite reaction (*If that Sauriki looks in my direction, I'll put a blaster bolt through him!*).
- 2. Movement of Non-Engaged Characters** — characters who do not intend to perform an action during the round (including a movement of up to 6 meters) may now move their full possible movement distance for the round, or a fraction thereof. Any character using a jump pack moves during this segment, and can do nothing else this round.
- 3. Melee and Missile Resolution** — every character who has declared an action, even those who have made only reactive declarations, now resolve those declarations. The resolution is done in the order of the character with the highest DEX first, down to the character with the lowest DEX. If two characters have the same DEX, the resolutions are considered to be simultaneous. In special cases, a referee might rule, however, that missile weapons fired by same-DEX characters would strike in ascending order of distance from their targets.
- 4. Bookkeeping** — once every character has had an opportunity to perform movement, action, or reaction, players should check their bookkeeping to make sure that all wounds and energy drains have been recorded, check the playing surface to make sure that all moved figures have been moved properly, and so on.



Some actions can be combined in one round, at a penalty against the DEX of the performing character. For instance, a character might wish to switch his force screen setting and then fire, or to move 6 meters and then fire, or to drop to the ground and then fire: his fire would come at half his DEX. A DEX 16 character could switch his screen at DEX 16 and fire at DEX 8 — or fire at DEX 16 and switch his screen at DEX 8. A character never can perform two of the same actions in one round, like firing twice. If halving DEX results in an odd number, then round up to the next nearest whole number.

ENCUMBRANCE (ENC)

A character moves normally only so long as the ENC of the items he carries does not exceed his STR.

ENC for weapons and items of equipment is given on the tables in the Equipment chapter. Determine other ENC by using these items as guidelines. If carrying another character, each SIZ point of that character counts as one ENC point.

For every point of ENC exceeding the STR of the character that the character carries, subtract 2 meters from the normal distance (24 meters) that the character could have moved in the melee round, were he not slowed down by added mass. If the character is running at top speed, every ENC point he carries exceeding his STR slows him by 6 meters per melee round.

Every excess point of ENC also decreases the character's Climb, Jump, and Move Quietly skill percentages by 5%.

COMBAT USES OF ELECTRONIC WARFARE

Characters can follow one of two strategies when using electronic warfare (see also p. 11, *electronic warfare*).

Each melee round, a character may set his tacpack computer to one of the three EW programs — counter-measures, direct counter- counter-measures, or combat sensors — and perform another action as well.

Alternatively, the character can use the entire round to program his EW capability to perform all three of the EW functions, splitting up his EW output in any way desired.

EXAMPLE

John Steel, former ICE man, is being tracked by the nefarious Sauriki. He's spotted his followers, and they seem to have spotted him. He unlimbers his guided missile launcher and sends one winging at the Sauriki leader, just as that worthy lets one go at him!

Fortunately, being a wise character, John took the previous round to (1) set 2 points of his effectors at CM, to try to reduce the chance of the missile reaching him, (2) set 2 points of his sensors at Sensor, to make sure other Sauriki aren't about to jump him, and (3) direct the remaining 3 points each of effector and sensor at DCCM at the target of the missile, to try to foil any CM the Sauriki has put up to divert the missile.

COMBAT MODIFIERS

A character's chance of successfully hitting someone with a weapon can be modified by the conditions peculiar to the fight. The following conditions should always be taken into account before determining any chance of hitting. These modifiers are cumulative.

DARKNESS — A character who must fight in the dark who is unable to see in the dark has 1/5th his normal chance to hit.

KNOCKED DOWN — A character who has been knocked down cannot stand again unless he is left alone for a melee

round. Fighting from the ground with a melee weapon reduces his normal attack chance by half; an opponent using a melee weapon against him adds 20% to his percentage chance to hit. Regular missile weapon combat is unaffected by the knocked down situation on either side.

PRONE — A character firing from a prone position adds 20% to his chance to hit. Unless being attacked from a higher elevation, a prone character automatically cuts an attacker's chance of hitting him by half the normal attack chance.

CAUGHT BY SURPRISE — If the character hits an unsuspecting target or one from his rear, the target is twice as easy to hit, and the attacker's chance to impale also doubles. A roll of 96-00 is still a miss. This doubled chance to hit also applies to characters who are helpless, tied up, asleep, etc.

MOVING/COVERED TARGET — A character's chance to hit a moving target or one which has partial cover is half of the character's normal chance to hit. The chance to hit is also halved if the target is in the air. If the target is moving, in the air, and using cover, the chance to hit is halved three times. *EXAMPLE: John Steel is trying to hit a Quertzl Scout with his heavy laser rifle, with which he is now 80%. The Quertzl is moving (reducing John's chance to 40%), is flying (reducing the chance again, to 20%), and using trees for cover (halving the chance a third time, to 10%).*

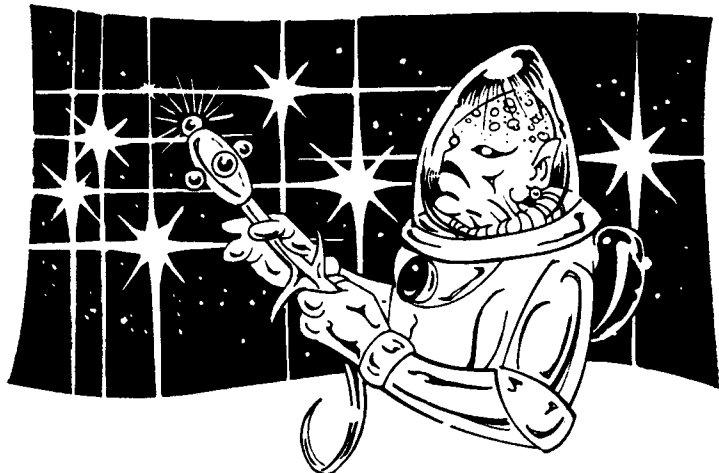
MOVING ATTACKER — A character moving while attacking with a missile weapon halves his normal chance to hit.

MAJOR WOUNDS

A character losing more than half his current hit points by means of one hit has received a major wound. His player must roll the character's remaining hit points or less on D20, or he falls, unable to do anything until the player manages to roll the remaining hit points or less on D20 during the next or a later bookkeeping phase.

EXAMPLE

John Steel has lost 5 points through several minor wounds, but suddenly the Sauriki he is fighting gets in an impaling hit with a projectile weapon. John's armor and force screen absorb a good chunk of the damage, but 6 points get through. John with remaining hit points of 12, has been hit for 6, exactly half his current hit points. He is reduced to 6 hit points and his player must roll 6 or less on D20 or John will fall, badly wounded, to the ground, capable of nothing but crawling slowly away, or else of applying his First Aid skill and medikit to the problem. John qualifies as a 'knocked down' character if someone attacks him.



IV. Equipment

ARMOR (4 types)	MEDIKITS
COMPUTERS	RADIOS
(electronic warfare)	SCANNER GOGGLES
FORCE SCREENS (3 types)	SCOUT HELMETS
GRAV CARS (4 types)	TACKPACKS
JUMP PACKS	WEAPONS (6 categories)
LIBRARY COMPUTERS	

ARMOR

A warrior has two types of protection with which to defend against the deadly attacks of his enemies: body armor, which comes in four types, and the force screen, which is part of any tacpack. See *force screen* in this chapter. If body armor and force screens are both present, modify any damage by using both protections.

No armor will even slow down a force sword.

Nylar Armor — 20th century politicians and celebrities would recognize this woven synthetic fabric, meant to absorb a high impact. It protects against projectile weapons, and is less efficient against lasers or blasters: if hit when wearing it, subtract 9 points from projectile damage, 4 points from blaster damage, and 5 points from laser damage for each hit of each type.

Tinsel Armor — This armor turns the *Future*World* warrior into a shining knight — though the wearer would not fare well against a sword blow while wearing it. Tinsel armor reflects laser beams, but it offers little protection against impacts or burns: if hit when wearing it, subtract 2 points from projectile damage, 4 points from blaster damage, and 9 points from laser damage for each hit of each type.

Chitin Armor — An armor so-named because it makes the wearer look like a bug, chitin armor is bulbous-appearing and heavily-padded. Much of the padding actually is empty space serving as heat sinks to absorb blaster fire. This armor also offers some protection against projectiles and lasers, but not as much as nylar and tinsel. If hit when wearing chitin, subtract 5 points from projectile damage, 10 points from blaster damage, and 6 point from laser damage for each hit of each type.

Ceramet Armor — Imperial armed forces reserve this armor for their use. Common mercenaries caught with it will have it summarily confiscated and find themselves fined. It can be purchased on the black market. Composed of a ceramic material equally protective against projectiles, lasers, and blasters, it does not protect as well against any one class of weapon as well as the armor specially developed to protect against that weapons class. If hit while wearing ceramet, subtract 7 points from every damage hit.

COMPUTERS

In the Empire, three types of computers exist: the *tacpack* (tactical pack computer), the *tool* (standard computers used in much the same way computers are used in the 20th century), and *AI* (artificial intelligence computers — or *robots*).

Tackpacks and AIs usually have environment-interpreting *sensors* built into them; tacpack computers also are equipped with *effectors*, which can electronically manipulate portions of the environment. Tool computers may also have modules built into them to give them the same capabilities. Similar modules can be plugged into tacpack and AI computers to augment their abilities.

A tacpack computer and a generator make up the standard tactical war pack. Tacpack computers come equipped with sensors, effectors, and force screen generators.

Tool computers come in all sizes. They have their own generators with an ENC of 1 for each 2 points of power generated. Sensors and effectors can be purchased separately for tool computers. However, a tool computer can generate EW equal only to its generator points, despite the capability of its attached modules.

AI computers usually are known as robots. Robots are described in chapter II, Player Characters — Careers and Races.

In *Future*World*, computers play a large part in combat. They may warn adventurers of danger, track and deflect incoming missiles, suppress enemy defenses, or eavesdrop on enemy communications. In each activity, the powers of a computer are limited by (1) the EW rating of the computer, (2) the amount of energy devoted to such tasks, and (3) the limits of their sensors and effectors.

TYPES OF ELECTRONIC WARFARE

Computers equipped with sensors and effectors can perform the following EW functions, with 5 EW points per point of ENC.

Counter-Measures (CM) — This consists of a variety of decoy, jamming, and noise-suppression programs designed to make the user harder to spot electronically. Each point of CM makes it 10% less likely that a seeker missile will acquire properly, or that a scanning computer sensor will register the user. This program uses 1 point of effectors for each point of CM that is deployed.

Direct Counter- Counter-Measures (DCCM) — This is a beamed attack at a target in the line-of-sight of the sensor/effectors of the user. Each point of DCCM subtracts a point from the target's CM, to maximum reduction of zero CM remaining. In effect, it offsets the target's ability to evade damage through CM. This program uses 1 point of effectors and 1 point of sensors for each point of DCCM that is beamed out.

Combat Sensors — These sensors can pinpoint passing people or objects by detecting body-heat, force screen emissions, and radio sources. Sensors are effective at a range of 15 meters for every point of energy put into them, up to the rated limit of the equipment, which is 5 EW points per point of ENC of the unit. A 1-ENC unit would have a 75-meter range. This program uses 1 point of sensors for each point of detection range usable by it.

Small versions of these sensors are put into seeker missiles. They can be locked onto a target, and then will direct the missile to the target. They do not have the 360° capability of the regular sensor.

FORCE SCREENS

Any tacpack can project three types of force screen. The size of the pack's generator determines the strength of the screen. Each tacpack contains one generator. If the character is putting up a force screen, using an energy weapon from the generator's energy, and using anything else like EW gear or a jump belt, all must be fed by the generator, and power must be allotted between the different needs.

If both body armor and force screen are present, modify any damage by using both protections. See *armor* under its own heading in this chapter.

Only one of the following three types of force screen may be put up by a character at a time, though the force screen type can be switched from melee round to melee round.

Kinetic Screen — This force screen slows down molecules moving faster than a slow walk. It slows down bullets and heated molecules (as from flame throwers) very well. It has no effect on blasters or lasers. One point of energy put into this screen will stop 1 point of impact damage.

Diffusion Screen — This force screen breaks up the wavelengths of visible light and similar radiation, reducing the effects of lasers. It has no effect on projectiles, missiles, or blasters. One point of energy put into this screen will stop 1 point of laser damage.

Magnetic Screen — This is an anti-blaster fire screen. It breaks up the magnetic bottles containing the plasma, so that the super-hot material releases harmlessly before it hits the target. A magnetic screen has no effect on projectiles, missiles, or light beams and radiation. Even a 1-point magnetic screen is an absolute defense against a force sword. One point of energy put into this screen will stop one point of blaster damage.

GRAV CARS

Frontier and outer worlds use four main types of anti-gravity vehicles. Each has a generator which supplies motive power, force screens (if any), and power for weaponry. Various brands and styles may differ slightly, world to world. All grav cars travel about 10 meters above the local terrain, and they cannot travel up or down inclines greater than 45°.

SCOUT CAR

Carries — 3
Speed — 500 m/MR
Defense — 30-point force screen
Offense — none
Generator — 50 points

Limitations

Each point of energy from this vehicle's generator will move it at 10 meters a melee round. If the 30-point screen is up, it only will go at 200 meters a melee round.

HAULER

Carries — 20 (driver + 19)
Speed — 300 m/MR
Defense — 10 points ceramet armor
Offense — semi-portable support gun
Generator — 50 points

Limitations

Each point of energy from this vehicle's generator will move it at 6 meters a melee round. Energy used for any other purpose will slow it down.

BATTLECAR

Carries — 5
Speed — 200 m/MR
Defense — 40 points of ceramet, 50 point force screen
Offense — various missiles, semi-portables, and one major weapon
Generator — 100 points

Limitations

Each point of energy from this vehicle's generator will move it 2 meters a melee round, due to the heavy armor and weaponry. Energy used for screens and weapons will slow it down every round they are used.

EXPLORER HAULER

Carries — driver + 5, plus one metric ton cargo
Speed — 300 m/MR
Defense — 5 points ceramet (cargo), 10 points ceramet (cab), 30 points force screen, 10 points EW
Offense — mount for semi-portable
Generator — 50 points

Limitations

Each point of energy from this vehicle's generator will move it 6 meters a melee round. Energy used for any other purpose will slow it down proportionately. A full set of passengers and cargo slows it down by half normal speed.

The Explorer Hauler is the workhorse of most gate explorations. It has a cab with two bench seats. There are gun ports for the driver, the middle front seat passenger, and the three back seat passengers. The other front seat passenger works the semi-portable in the mount (if there is one) or uses the mount as a fire platform for whatever weapon he uses.

The cargo section is in the back of the vehicle and can be left open (the walls are a human waist high), covered with a tarpaulin, or enclosed by an armored shell.

JUMP PACK

A jump pack is a small anti-gravity device. Every point of energy put into a jump pack allows the character using it to jump 20 more meters, even if fully encumbered. However, every extra point of ENC the character carries reduces the leap by 40 meters. Thus, a character with 2 extra points of ENC (-80 meters) must put 5 points of energy into a jump pack (+100 meters) to leap 20 meters. Jump packs must be individually tailored to match the SIZ and normal carrying capacity of the individual character.

LIBRARY COMPUTER

This specialized tool computer is used to maintain a reference library for *Future*World* explorers. Core and frontier worlds have many corporate computer libraries where, for a fee, anyone can get general knowledge, background on opened worlds, and answers to specific questions. The information is only as good as the information originally put into it.

In the field, library computers are generally pre-programmed with all that is known about the particular planet being explored, and general information about the equipment provided by the exploration sponsor and the sponsor's policies. It has specialized sensor packs to record information for the library computers at home base. Expedition library computers usually contain an ultraradio, a tacpack-type generator, sensors, and have an ENC of 8. Such computers often are built into hauler vehicles, taking up one seat occupiable by a man.

See also *computers*.

MEDIKIT

A medikit is a very advanced first aid kit. Besides the usual collection of bandages, ointments, and purgatives, it includes a small tool computer, specialized for medical use. The computer has specialized sensors and mechanical effectors which can inject drugs and take readings.

Skill percentage with the medikit is always the character's skill at First Aid. Everyone receives some training with the medikit.

A medikit can restore 1D6 hit points to a character each melee round.

A medikit can bring people back after they have lost more than their total hit points. Every round a character stays below zero hit points, he loses another hit point until he is twice below his CON. For instance, a character with 15 CON has 15 hit points: if he loses 30 hit points, he will be at -15 hit points, and at that point he will be dead. Medikit First Aid successfully applied before then will halt the march of death; sufficient successful subsequent applications will bring the character to above +1 hit points, where he is able to function again. Each time medikit First Aid is used, the character on whom it is being used must roll equal to or less than his CON x 5 on D100, or the shock of the treatment kills him anyway.

EQUIPMENT TABLE

Item	ENC*	Cost in Credits	Item	ENC*	Cost in Credits
semi-portable tripod	5	300	medikit	1	3000
guided missile pack (6 each)	12	12,000	Scout helmet	1	5000
seeker missile pack (6 each)	18	16,000	nylar armor (P-9, B-4, L-5)	2	300
tacpack (generator/screen)	1 per 2 points of energy	200 per pt of energy	tinsel armor (P-2, B-4, L-9)	1	500
effectors (EW radiators)	1 per 5 points of EW	100 per pt of EW rating	chitin armor (P-5, B-10, L-6)	3	800
sensors (EW detectors)	1 per 5 points of EW	100 per pt of EW rating	ceramet armor (P-7, B-7, L-7)	3	6000**
tool computer	1 per 1 point of EW	300 per pt of EW rating	jump pack	2	5000
scanner goggles	½	2000	10-round clip of ammunition	¼	20
			30-round autogun magazine	½	100
			100-round semi-portable belt	1	500
			gate transponder	1	5000

* see previous ENC rule.

** black market price.

WEAPONS TABLE

Class	Category	Weapon	Base Chance %	Damage	ENC*	Range	Cost in Credits	Energy Used	Notes
Projectile	Hideout Handgun	derringer	20%	1D8	¼	6m	100	—	impales
		light pistol	20%	1D10	½	20m	150	—	impales
		heavy pistol	20%	2D6	1	20m	150	—	impales
		magnum	20%	2D6+4	1	20m	250	—	impales
	Rifle	light rifle	20%	2D8	1	200m	100	—	impales
		heavy rifle	20%	2D8+4	2	200m	180	—	impales
	Flechette	light shotgun	30%	2D8	1	20m	180	—	—
		heavy shotgun	30%	4D8	2	20m	220	—	—
	Autogun**	light assault	20%	4D6	1	30m	400	—	impales
		heavy assault	20%	4D6	3	200m	750	—	impales
	Support**	semi-portable	20%/5%	5D6	7	300m	2000	—	impales
Laser	Hideout Handgun	flasher	20%	1D6	¼	10m	100	1	—
		light pistol	20%	1D8	½	60m	150	2	—
		heavy pistol	20%	1D8+2	1	60m	150	2	—
		magnum	20%	2D6+2	1	60m	250	3	—
	Rifle	light rifle	20%	2D6	1	300m	100	3	—
		heavy rifle	20%	3D6	2	300m	180	4	—
	Autogun**	light assault	20%	2D6	1	100m	400	2	—
		heavy assault	20%	2D8+4	3	300m	750	4	—
	Support**	semi-portable	20%/5%	3D8+1	7	300m	2000	6	—
Blaster	Hideout Handgun	blazer	20%	2D8	½	3m	120	3	—
		light pistol	20%	1D10+3	½	10m	150	3	—
		heavy pistol	20%	2D8+3	1	10m	150	4	—
		magnum	20%	2D10+4	2	10m	250	4	—
	Rifle	light rifle	20%	2D8+3	2	60m	150	4	—
		heavy rifle	20%	2D10+4	3	60m	200	5	—
	Autogun**	light assault	20%	2D8+3	2	20m	400	4	—
		heavy assault	20%	3D8+6	4	60m	800	5	—
	Support**	semi-portable	20%/5%	5D8	7	100m	2400	7	—
Missile	Support	guided missile	20%	5D8	2	LOS†	1800	—	—
		seeker missile	NA	3D8	3	LOS†	2500	—	—
Grenade	Throw	concussion	45%	3D6	½	15m	300	—	3m radius
		fragmentation	45%	4D6	½	15m	300	—	6m radius
		photon	45%	††	½	15m	600	—	10m radius
Melee	1-Hand	force sword	10%	2D10	½	—	1000	3	—

* see ENC rule.

** Autoguns and Support guns can fire one shot or a burst of three shots at the discretion of the character. If firing a burst, roll 1D3 to see how many hit. If an impaling roll is made, only the first bullet impales.

† LOS means line of sight; the target must be seen to be fired at with these missiles.

†† A photon grenade blinds anyone within the specified radius for 1D6 melee rounds unless the attacked character makes a luck roll. Special equipment and circumstances may modify this result at the discretion of the referee.

Range — all ranges given are in meters.

Energy Used — the weapon must use this many points from a tacpack generator if the user is not discharging the regular ammunition. The energy cost is per shot: an Autogun or Support gun firing three shots must use three times the energy shown.

Semi-portables — the semi-portable's base chance is 20% if on a tripod or other mount; 5% if hand-held.

Medikits are race-specific: a human kit will not work on a Rumahl, for instance, nor will a Rumahl kit work on a Sauriki. All Empire races have their own medikits, with the same general characteristics.

For the purposes of this game, a medikit has an endless series of applications, but referees may wish to limit this for their campaigns. The knowledge of First Aid and improvised materials are enough to heal someone who still clings to life.

RADIOS

Radios and ultraradios are the two forms of electronic communication available to the people of *Future*World*.

Radios resemble the devices of the 20th century. A radio's ability to send a message equals its size. Simple radios capable of transmitting messages up to 10 kilometers away are light-weight, and need not be figured into tacpack weight. A radio capable of signalling greater distances weighs 1 ENC point for every 100 kilometers its beam can travel.

Ultraradios are similar to radios, but are made to send messages through an inter-world gate. Ultraradios generally are built into the mechanism of a gate; exploration teams carry a smaller version. These latter devices tend to be bulky, weighing 3 ENC points. They have a range of 10 kilometers and effectively are extensions of a gate transponder. But, no transponder, no ultraradio.

SCANNER GOGGLES

These goggles allow the wearer to use available radiation to see in darkness. The wearer may choose infrared, light amplification ['starlight'], or natural background radiation as modes for vision. By themselves, these goggles are not proof against a photon grenade.

SCOUT HELMET

The Scouts use this all-purpose helmet, but so do most explorers. It can be non-protective or armored with any of the armors available (see *armor*, this chapter). A Scout helmet has the following qualities:

1. Light amplification goggles letting the wearer see in darkness, so long as some faint light is present.
2. A 2-point sensor which, if plugged into a tacpack generator, will post a continuous detection pattern around the user.
3. An automatic flash defense shield to protect the user from the effects of a photon grenade.
4. Radio comlinks with which to keep in contact with other radio users.
5. Telescopic lenses capable of magnifying the vision of the user up to 10 times normal.

Scanner goggles can be attached to a Scout helmet, and link to its circuitry that defeats photon grenades.

TACPACK (Tactical Combat Pack)

All gate-faring races have developed some form of the tacpack. This gear comes in all sizes. A basic tacpack has 1 ENC point, contains a tiny fusion generator which puts out 2 points of energy, has force screen generators capable of erecting any of the three kinds of force screen, includes a computer, and has sensors and effectors capable of electronic warfare. Each additional ENC point of a tacpack means that its generator puts out 2 additional points of energy, but has in itself no other effect on the capabilities of the tacpack.

Energy from the tacpack can power force screens, jump packs, electronic warfare devices, or any weapons plugged into the tacpack; the amount of energy generated determines how strong such components may be.

WEAPONS

Weapons are organized into six classes: projectile, laser, blaster, missile, grenade, and force sword. All of these classes are discussed in this entry.

The other fighting systems in this game are armor, electronic warfare, and force screens. Electronic warfare is found under computers in this chapter; armor and force screens will be found under their own entries in this chapter. Weapons, combat systems, and equipment are summarized by tables in the front of this chapter.

*All races in Future*World have all weapons and fighting systems available to them.*

The three main weapon types available to the Empire, its allies, and its enemies have passed down from the days of the First Empire, apparently, and simply have been refined over the centuries.

Projectile Guns — A 20th century soldier would be familiar with these weapons in half an hour. Each fires a metal slug propelled by a chemical explosive. Unlike lasers or blaster, projectile weapons do not need to be powered by a tacpack. A character must, however, carry ammunition for projectile weapons.

Lasers — Lasers shoot a beam of coherent light in an absolutely straight line; they are very accurate at long ranges. The very small holes they burn in their victims do not do as much damage as the impact of a projectile or as the burn of a blaster. At the referee's option, bad weather or heavy dust may lower the range of a laser, or lower the damage it does.

Lasers may be powered by a tacpack or be fueled with individual charges. Individual charges are carried and expended in the same manner as projectile ammunition, and their ENC and cost is identical by category to projectile ammunition.

Any laser weapon without individual charges can draw energy from a tacpack for firing. A single point of energy from a tacpack generator produces 6 points of a laser weapon's rated damage output, but the entire output of the weapon must be available from the generator before the weapon will fire. For instance, a heavy laser rifle does 3D6 damage, a maximum of 18 points. The tacpack generator powering it must give it 3 points of energy ($3 \times 6 = 18$) before the rifle can fire.

Blasters — These weapons create masses of plasma, concentrate the plasma in a magnetic force field (called a bottle), and then propel it out to wreak havoc. The magnetic bottle quickly loses coherency, so that the blaster is a deadly but short-ranged weapon. It is fed by a tacpack, or fires individual charges.

Missile, Guided — This missile is guided by the sensors of the user's tacpack. The chance of it hitting its target depends upon the user's percentage skill with the missile. CM defence of the target decreases the missile's chance to hit by decreasing the character's success roll for his skill with the missile: for every point of CM used, lower by 10 the character's success roll on D100.

A launched guided missile can be defended and guided with DCCM (see under *computers*).

At the end of the melee round, the missile drops and explodes if it has not reached a target.

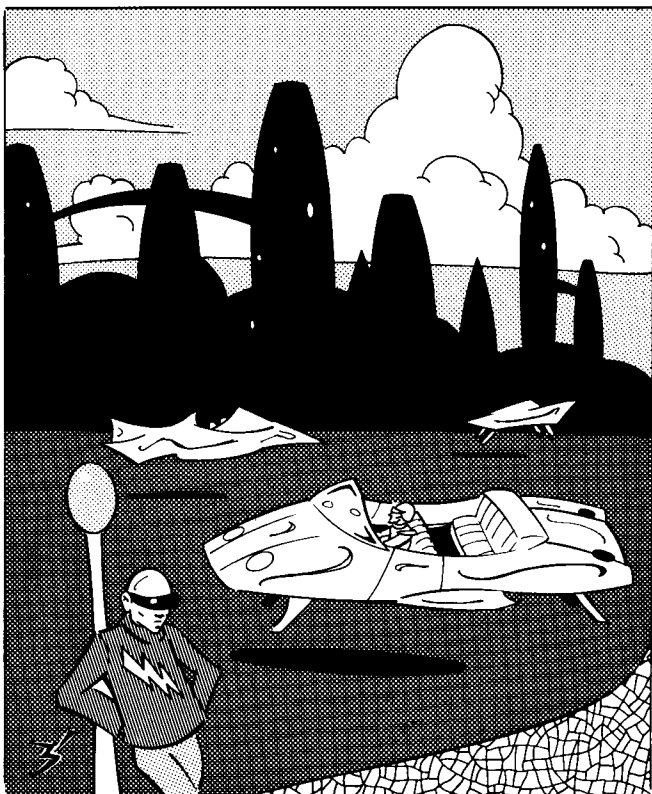
Missile, Seeker — A seeker missile can home in onto a particular figure in the line of sight of the user, using a modified sensor pack to follow force screen emissions, body heat, and radio noise. The missile has a 90% initial chance to hit its assigned target. Movement of the target, protection of or cover of the target, and the target's CM can reduce the chance of hitting. Seeker missiles must find their targets by the end of the melee round in which they are fired, or they will drop to the ground and explode.

Grenades — Hand grenades have not changed much over the years. They can be thrown to a distance of 20 meters, or fired from a heavy projectile rifle. If fired from a rifle, they have a maximum range of 200 meters, and the rifleman has half his normal chance of hitting his target.

Concussion and flechette grenades do impact damage and can be protected against by kinetic force screens and nylar or ceramet armor. A photon grenade is an attack intended to blind, but anyone wearing a diffusion screen or a Scout helmet will take no effect from a photon grenade.

Force Sword — This device was developed as an easily-carried hand-to-hand weapon. It must be powered by a generator and takes 4 energy points per melee round to maintain. It creates a line of force which can pass effortlessly through any armor, though another force sword can parry it. If even 1 point of magnetic screen is up, the force sword is useless against the wearer of that screen. The development of the magnetic screen caused the force sword to be dropped out of most military arsenals, but it is still a great favorite among duelists, and among explorers and exploiters of primitive worlds, whose inhabitants see it as a magnificent magic sword.

Melee Weapons — With need, *Future*World* armies will use whatever they can from the roster of weapons shown in *Basic Role-Playing*.



V. Scenario: Exploring Gorachan III

You have been hired by the Imperial Accomplishment Corporation ("Serving the Emperor for 300 Years") as a member of an exploration team to investigate a newly-opened planet.

You have been provided with all the equipment you know how to use. IAC is cost-conscious; there is little back-up instrumentation or gear. As you step through the gate to the new world, you groan in frustration at what you see.

THE CAMP

The gate has focussed on a dry hummock which is totally surrounded by swamp, stretching as far as you can see. The actual gatesite is firm and dry, but there is barely enough room for the 20 explorers, a combined human/robot/Rumahl party. The expedition commander orders twelve of you, split into two parties of six each, to take two of the three explorer haulers, go in opposite directions, and see what there is to see. If you have five comrades (other rolled-up characters played by friends), the six of you are one of the teams. If there are not enough of you, some of the following five fellow-explorers will join your group.

(1) John Steel is a veteran of a few previous expeditions, one of the few such in the group. He is a veteran ICE man, and may lead the party, though others participating may take that place if better-qualified. John carries two guided missiles with him, and has five more loaded in the hauler. He wanted to bring more, but the expedition leader allowed only the five extras. John complains about the situation, but in a good-hearted way.

(2) Sheldon Shoremaster is a scientist. He is anxious to get out of the swamp, to where more interesting plants and minerals may appear. He specializes in pharmaceutical plants and minerals.

(3 & 4) Rorgagh and Barfal (ROR-gag, BARF-ul) are Rumahl, those large, bear-like citizens of the Empire. They have each served all their terms in the Imperial Army, and are good people to have in a fight. They are good-natured and gentle and like to sing. This last proclivity is discouraged in camp, as a Rumahl song sounds more like a challenge to battle.

(5) Avon 78371 is a robot with ICE experience, and a period of Civilian work which equipped him with excellent trading skills. He spent some of his terms as a trader working among the outer worlds, and is familiar with the principles of trading with other creatures.

JOHN STEEL, human male, age 26; his background terms were Scout/Scout/ICE/ICE/ICE/ICE.

STR 16 CON 17 SIZ 12 INT 15 POW 16 DEX 14 CHA 12

HIT POINTS — 17

ARMOR — chitin (P-5, B-10, L-6)

TACPACK — ENC 10, Energy 20.

WEAPON	Attack	Damage	Range	ENC	Rounds
Hvy laser rifle	55%	3D6	300	2	30
Guided missile	50%	5D8	LOS	4	2
Hideout blaster	50%	2D8	3	¼	10

SKILLS — First Aid 50%, Int/Cint 25%, Hide 55%, Move Quietly 65%, Jump 75%, Climb 70%, Fist 80%, Spot Hidden 65%, Throw 70%, Gate 45%.

EQUIPMENT (ENC) — chitin armor (3), heavy laser rifle (2), hideout blaster (¼), tacpack (10), clip for blaster (¼), magazine for rifle (½).

SHELDON SHOREMASTER, human male, age 35; his background terms were Civil/Science/Science/Science/Science/Science.

STR 10 CON 15 SIZ 10 INT 18 POW 12 DEX 13 CHA 15

HIT POINTS – 15

ARMOR – none.

TACPACK – ENC 8, Energy 16.

WEAPON	Attack	Damage	Range	ENC	Rounds
Light proj. rifle	35%	2D8	200	1	10

SKILLS – Biosciences 75%, Geosciences 70%, Physical Sciences 35%, Computer 95%.

EQUIPMENT (ENC) – rifle (1), 4 ammunition clips, 10 rounds each (1), tacpack (8).

RORGAGH, Rumahl male, age 26; his background terms were Army/Army/Army/Army/Army.

STR 18 CON 16 SIZ 19 INT 10 POW 13 DEX 10 CHA 12

HIT POINTS – 16

ARMOR – chitin plus skin (P-8, B-11, L-7).

TACPACK – ENC 7, Energy 14.

WEAPON	Attack	Damage	Range	ENC	Rounds
Semi-port. blast.	50%	5D8	100	7	100
Hvy proj. pistol	35%	2D6	20	1	10
Claw	80%	2D6	—	—	—

SKILLS – First Aid 60%, Hide 85%, Move Quietly 55%, Jump 75%, Climb 85%, Fist 80%, Listen 75%, Spot Hidden 55%, Throw 75%, Communications 35%, Maintenance 35%.

EQUIPMENT (ENC) – armor (3), semi-portable blaster (7), pistol (1), tacpack (7).

BARFAL, Rumahl male, age 26; his background terms were Army/Army/Army/Army/Army.

STR 17 CON 18 SIZ 19 INT 11 POW 14 DEX 9 CHA 12

HIT POINTS – 18.

ARMOR – chitin plus skin (P-8, B-11, L-7).

TACPACK – ENC 10, Energy 20.

WEAPONS	Attack	Damage	Range	ENC	Rounds
Hvy assault, proj.	80%	4D6	200	3	30
Hvy laster pistol	65%	1D8+4	60	1	10
Claw	80%	2D6	—	—	—

SKILLS – Jump 75%, Climb 85%, Fist 80%, Listen 75%, Spot Hidden 55%, Throw 75%, Engineering 35%, Maintenance 20%.

EQUIPMENT (ENC) – assault gun (3), chitin armor (3), two 30-round autogun magazines (1), three 10-round clips for pistol (4).

AVON 78371, robot, age 6; his background terms were Civil/Civil/ICE/ICE/ICE/ICE.

STR 9 CON 19 SIZ 12 INT 10 POW 10 DEX 17 CHA 3

HIT POINTS – 17

ARMOR – chitin plus skin (P-8, B-13, L-9).

TACPACK – ENC 5, Energy 10.

WEAPON	Attack	Damage	Range	ENC	Rounds
Lt. laser rifle	40%	2D6	300	1	30

SKILLS – Jump 35%, Climb 35%, Fist 35%, Listen 35%, Spot Hidden 35%, Throw 35%, Communications 50%, Gate 20%, Pilot 50%, Robotics 35%, Trade 75%.

EQUIPMENT (ENC) – armor (3), rifle (1), tacpack (5).

PARTY EQUIPMENT

The equipment provided by the main expedition consists of an explorer hauler and 200 rounds of extra ammunition for each person's weapons (except for John Steel's guided missiles and hideout blaster). The hauler mounts a radio good for communication for up to 200 kilometers and, if Rorgagh is coming along, there is a mount for his semi-portable. The expedition leader will not sign out a semi-portable for the party unless a member of the party knows how to use one.

The party has rations for two weeks, and is instructed to be back in one week if possible.

SWAMP CREATURES

One day out of camp, the exploring party is moving slowly across the water, about 3 meters above the surface. The atmosphere is thick with mist, forcing the driver to be wary of the hardwood trees rising out of the mire.

Suddenly three huge shapes appear out of the fog. Anyone with biological training recognizes them as similar to earthly carnivorous dinosaurs, about allosaurus size. Seeing the hauler, they charge it! Something, perhaps the ultrasonic whine emitted by the grav engines, infuriates the beasts.

These carnosaurus have hides of thickness 15 and 45 hit points. Their Dexterities are rolled on 3D6. If the party chooses to outrun them, the driver must make successful Pilot rolls each melee round or they will run into a tree, doing 4D10 damage to the vehicle and to whomever is driving. Kinetic screens will protect against this damage, as will the kinetic component of any armor worn.

If the car is wrecked, the carnosaurus have a 20% chance of pursuing the individual explorers. If the party engages the carnosaurus in combat, they do 5D6 damage per bite, and have a 75% chance to hit.

THE NATIVES

Emerging from the swamp, hopefully with grav car intact, the party almost immediately encounters a part of natives. They are obviously saurian-evolved, and are warm-blooded. Those in the party with some Sauriki experience will see that, though their evolution is similar, these are not Sauriki. In fact, their characteristics are rolled up exactly like humans.

Using sign language, these curious and friendly beings invite the party to their village, up the river flowing into the swamp, and away from the marsh. Since making friends with the natives is part of the party's mission, the party should go with them.

At the village, the party is offered many things, and the natives look over the party's offerings. While common trade goods are appreciated, they really want one of the far-shooting sticks the party has – the guns. They offer some plants which any bioscientist will recognize as potentially great pharmaceutical items. The plants offered are dried and obviously well-travelled. If asked, the natives, who have never heard of the principle of protecting one's sources, gladly will inform the party that one can get much more of the plants for healing from the equally friendly natives on the far side of the hill, who cultivate the stuff and trade it to the local folk for food-stuffs which the locals grow.

The chief insists that the party stay for what turns out to be a three-day party. Fortunately, the native food and beverages are compatible with Empire digestive systems; that makes the Rumahls very happy.

If for any reason the party chooses to attack the villagers, the warriors wear armor which protects against two points of damage from any type of weapon, and they wield spears and bows like those in *Basic Role-Playing* at abilities ranging from 40% to 80% (roll 1D3+1 and multiply the result by 20%). If more than three of them are killed or badly wounded, the rest will abandon the fight unless they have already killed more of the party than their losses. There are about 25 fighters in the village.

THE PASS

If the party chooses to go after more plants, they must travel over the gentle pass — the only one that the grav-car can negotiate through the surrounding hills. The explorers do not know that there are other visitors to this planet.

Four Sauriki have been operating on the other side of the hill. They also are a trading party, but have lost their vehicle to an accident and are reduced to travelling on foot. They are also part of one of the various warrior societies of the Sauriki who are dedicated to the destruction of the Empire.

SSORIZ, Sauriki male, age 39; his background terms were ICE/ICE/ICE/ICE/ICE/ICE.

STR 13 CON 9 SIZ 9 INT 13 POW 11 DEX 14 CHA 10
HIT POINTS — 09

ARMOR — ceramet plus skin (P-8, B-8, L-8).

TACKPACK — ENC 6, Energy 12.

WEAPON	Attack	Damage	Range	ENC	Rounds
Hvy laser rifle	80%	3D6	300	2	30
Force sword	70%	2D10	—	½	—

SKILLS — First Aid 55%, Int/Cint 50%, Hide 40%, Move Quietly 45%, Jump 55%, Climb 60%, Fist 50%, Listen 60%, Spot Hidden 55%, Throw 50%.

EQUIPMENT (ENC) — rifle (2), sword (½), magazine (½), armor (3), tacpack (4), jump pack (2).

SSIKSAR, Sauriki male, age 35, his background terms were Science/Science/Science/Science/Science.

STR 11 CON 10 SIZ 11 INT 16 POW 10 DEX 13 CHA 10
HIT POINTS — 10

ARMOR — ceramet plus skin (P-8, B-8, L-8).

TACKPACK — ENC 4, Energy 8.

WEAPON	Attack	Damage	Range	ENC	Rounds
Hvy laser rifle	50%	3D6	300	2	30

SKILLS — Biosciences 75%, Relationsciences 75%, Computer 50%.

EQUIPMENT (ENC) — armor (3), rifle (2), jump pack (2), magazine (½).

SHUSSAN, Sauriki female, age 32; her background terms were Civilian/Civilian/Civilian/Civilian/Civilian.

STR 12 CON 8 SIZ 8 INT 16 POW 14 DEX 20 CHA 15
HIT POINTS — 8

ARMOR — ceramet plus skin (P-8, B-8, L-8)

TACKPACK — ENC 5, Energy 10

WEAPON	Attack	Damage	Range	ENC	Rounds
Lt proj. rifle	65%	2D8	200	1	30
Hideout blaster	50%	2D8	3	¼	10

SKILLS — Communications 50%, Pilot 50%, Trade 75%.

EQUIPMENT (ENC) — armor (3), rifle (1), hideout gun (¼), magazine (½), clip (¼), jump pack (2).

SAARSAN, Sauriki male, age 38; his background terms were Scout/Scout/Scout/Scout/Scout.

STR 15 CON 11 SIZ 7 INT 16 POW 9 DEX 15 CHA 8
HIT POINTS — 11

ARMOR — ceramet plus skin (P-8, B-8, L-8)

TACKPACK — ENC 4, Energy 8

WEAPON	Attack	Damage	Range	ENC	Rounds
Hvy assault, proj.	65%	4D6	200	3	30
Guided missile	55%	5D8	LOS	2	1

SKILLS — Hide 70%, Move Quietly 75%, Jump 50%, Climb 50%, Fist 55%, Listen 60%, Spot Hidden 55%, Throw 50%, Engineering 20%, Maintenance 35%.

EQUIPMENT (ENC) — armor (3), jump pack (2), assault gun (3), two magazines (1), guided missile (2), tacpack (4).

A traveller from the village on the other side of the hill, who had to miss the party to run a family errand, has told them all about the funny non-scaled creatures in the next val-

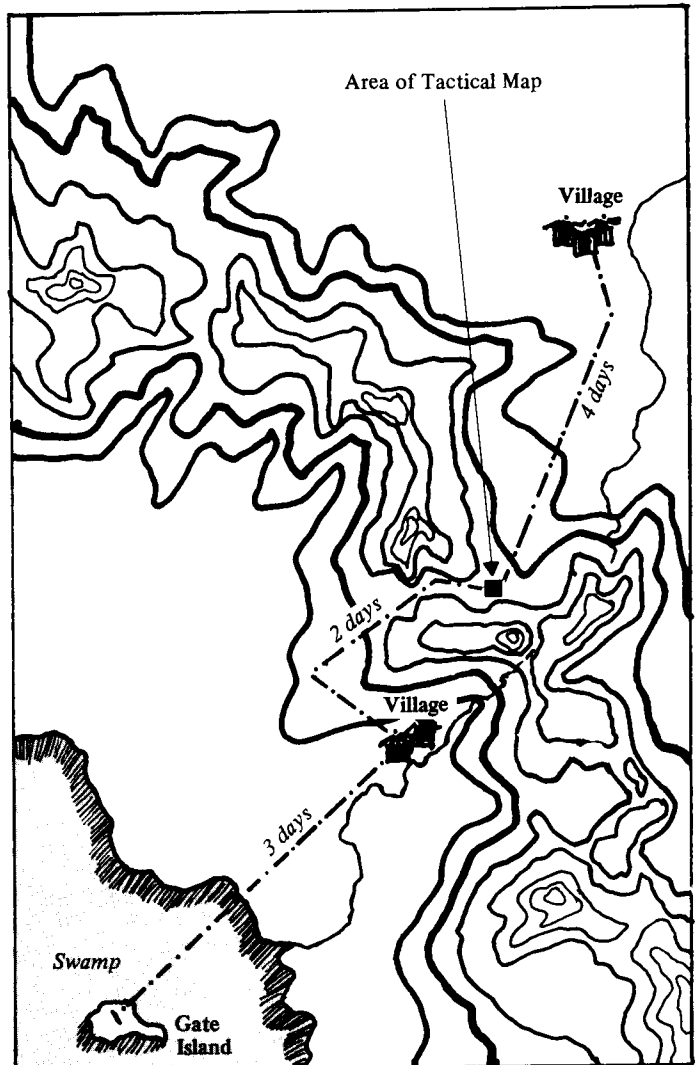
ley, and the Sauriki have decided to incite their friends in the village to attack them.

From their stores in the wrecked vehicle, the Sauriki provide a light laser rifle to each of their allies, who number ten. Each of the natives is 20% with the weapon and has 30 rounds of ammunition. The Sauriki are described above. The natives are otherwise equipped just like their brothers in the other valley, and will switch to their native weapons if the light rifles do not prove useful.

The Sauriki intend to let the natives do most of the work, then use their jump belts to surprise the Empire explorers when they think they have the upper hand. If the humans prove to be too powerful, the Sauriki will depart without bringing themselves to the humans' notice, hoping that they have begun to poison relations between the natives and the Empire, and that the Sauriki can later profit from the conflict.

If the Empire party stops to negotiate, and doesn't start shooting immediately, the attacking natives may stop to listen, and perhaps turn on their Sauriki patrons. But the Sauriki are similarly evolved with the natives, and this will give them a plus in any negotiations with them.

Given a choice, the Sauriki scientist Ssiksar will try to convince his fellows to abandon the venture, but he has little influence with the others.



Continued from p. 1

ICE is known as the enforcer of the Empire. Even a dishonorably discharged ICE man cannot go directly into a criminal career, for criminal elements correctly distrust this sort of ploy as a trap.

ICE does not patrol individual worlds as policemen; that is up to the individual world authority. ICE will, however, often use undercover operations to discover illicit gate use, thus giving the criminal element justification for its paranoia.

Any ICE man who has left ICE normally is considered available for duty in case of emergency. Many ICE men leave ICE to become gate techs for corporations, supervising the corporate liaison with ICE.

Former ICE men are under great demand as corporation security experts and outer world explorers.

EMPIRE OUTLINE

The Empire consists of the core worlds, the frontier worlds, and the outer worlds.

CORE WORLDS

Numbering about 30, they are the center of the civilization and tend to be heavily built-up with enormous buildings for homes, industries, and government. Each world has a population of about one billion, of which about 1% is poverty-level. Most surplus population has been shipped off to various frontier worlds. The remaining citizens of the core worlds look down on emigrants and emigration.

Every core world has a number of gate bases, some focused on other core worlds, and some focused on frontier worlds. Every core world has at least one gate focused on GateHome, the frontier world which acts as central transshipment and exploration terminal for all the outer worlds.

FRONTIER WORLDS

Numbering about 200, these are fully colonized/exploited worlds which contain no known threat to the Empire. Some are industrializing and may be soon considered for membership in the core worlds.

Some frontier worlds are special exile worlds, either by choice of the inhabitants or because they have been established as penal colonies; they have no gate bases, just focus areas for off-world gates. Most frontier worlds have at least one gate that leads to GateHome. Frontier worlds which are the fiefs of individual companies have only a focus point for gates based on the core world corporate headquarters of the company. Many of these frontier worlds act as gate bases for gates going to outer worlds being explored/exploited by their companies.

GateHome is a gate-specialty world which is used both for central inter-company shipping and as the main base for exploration. In this way, all the necessary astrophysical computers and other tools are economically centralized for general use. Once a planet has been found and contacted, however, special gates for it are established by the companies using it, if any.

OUTER WORLDS

They number in the thousands, and more are discovered each year. Many are not suitable for exploitation. Some have indigenous races who would actively resent exploitation; other worlds have shown no special value from initial probes and explorations. The coordinates of each world are kept on file, in case anyone finds a use for them later.

No outer world is allowed to have a gate base. All are reached by focuses from gate bases on frontier worlds. This is a security measure to keep surprises from wiping out anyone but the people on the outer world.

As it costs money for a continually-open gate or even for a transponder to maintain a carrier beam for a gate, many companies just have specific times when the gate will be open, leaving the exploration teams with the job of staying alive until the gate reopens. For the most part, the teams succeed.

EMPIRE GOVERNMENTAL STRUCTURE

The Imperial Family of the Third Terran Empire has little actual power in the Empire. Originally, they were the royal family of Nalbion, the core world from which the Third Empire sprang, and their fortunes rose with the Empire's. They are almost never seen by the citizens of the Empire, and rarely step outside their gate-connected mansions and villas on a dozen of the core worlds. Being presented at court is considered a high honor, and is only done once every two or three months.

Being presented to the Emperor and his court can be a wallet-slashing proposition. Presentation outfits cost hundreds of thousands of credits and are far more ostentatious than even the normally luxurious court dress. Presentation outfits have no use except for being presented to the Emperor. Heroes have been known to beg off their privilege, unless the purse of a grateful public supported them.

There is an extensive black market in used presentation costumes.

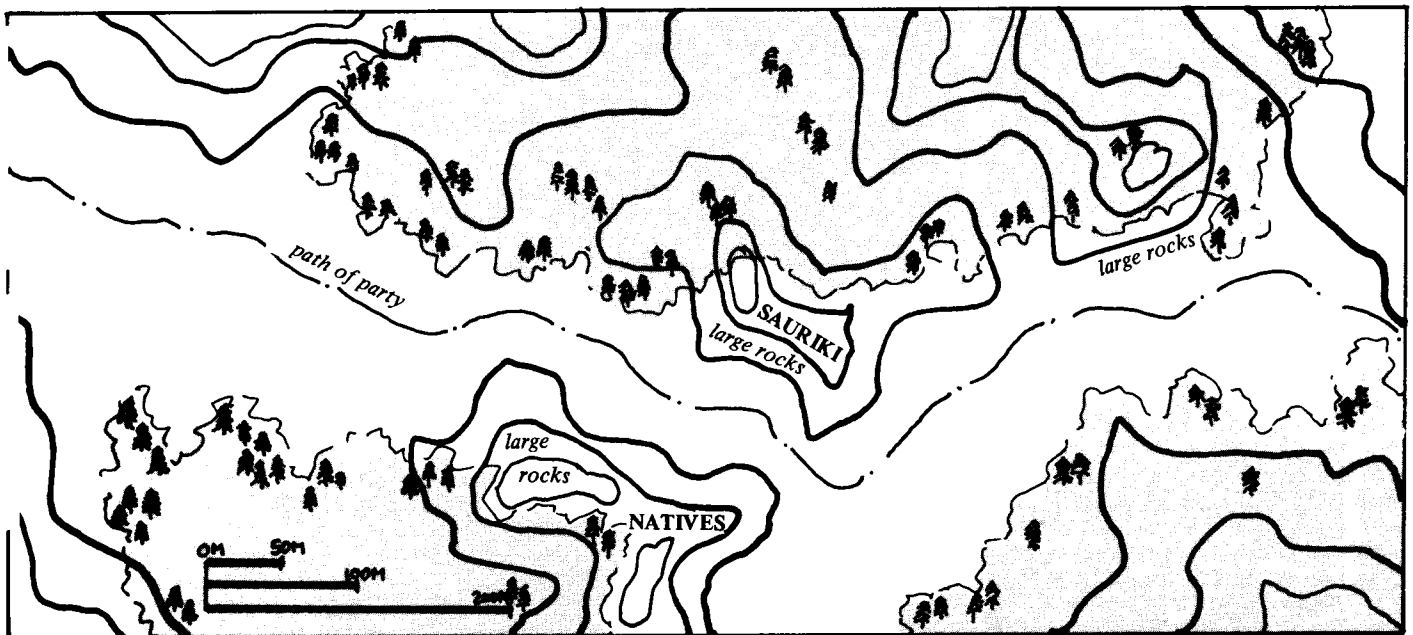
THE ADMINISTRATION

The Administration controls the use of gates through their enforcement arm, ICE. The Administrator (the head of the Administration) is appointed by the Emperor on the advice of his council; the Administrator is actually the appointee of the major corporations of the Empire.

The Administration regulates the use of the gates and maintains service to all Empire worlds. Without the gates, there would be no Empire. The core world of Nalbion is the headquarters world of the Administration; they have major regional outposts on many of the frontier worlds, and a large complex on GateHome.

WORLD GOVERNMENTS

Individual worlds within the Empire each have their own forms of government, although they all have Imperial Governors. Often the Governor has nothing to do but to represent the Empire upon ceremonial occasions, but some frontier world Governors are the sole source of authority on their planets.





Future-World

Character Name _____ Player _____

Sex _____ Age _____ Race _____

Background: (1) _____ (2) _____ (3) _____ (4) _____ (5) _____ (6) _____

STR _____	Damage _____	HIT POINTS															
CON _____		-14	-13	-12	-11	-10	-09	-08	-07	-06	-05	-04	-03	-02	-01	00	
SIZ _____		01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	
INT _____	Idea _____	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
POW _____	Luck _____																
DEX _____	Dodge _____	ARMOR _____ vs. Projectile _____ Laser _____ Blaster _____															
CHA _____	Persuasion _____																

WEAPONS					Att%	Damage	Range	ENC	Rounds	TACPACK FUNCTIONS	
_____	_____	_____	_____	_____						ENC _____	Energy generated _____
_____	_____	_____	_____	_____						points allotted _____	to _____
_____	_____	_____	_____	_____						Force Screen _____	K _____ D _____ M _____
_____	_____	_____	_____	_____						Electrn. War. _____	S _____ CM _____
_____	_____	_____	_____	_____							DCCM _____
_____	_____	_____	_____	_____						Jump Belt _____	

CHARACTER SKILLS			
■ Common Skills		Relationsciences (00%) _____	Spot Hidden (20%) _____
_____	_____	_____	Throw (20%) _____
_____	_____	_____	
_____	_____	_____	■ Technical Skills (05%)
_____	_____	_____	Communications (05%) _____
First Aid (10%) _____	_____	Hide (10%) _____	Computer (05%) _____
_____	_____	Move Quietly (10%) _____	Engineering (05%) _____
Intell./Counter-Int. (05%) _____	_____	_____	Gate (05%) _____
_____	_____	_____	Maintenance (05%) _____
■ Science Skills (00%)	_____	Jump (20%) _____	Pilot (05%) _____
Biosciences (00%) _____	_____	Climb (20%) _____	Robotics (05%) _____
Geosciences (00%) _____	_____	Fist (20%) _____	
Physicalsciences (00%) _____	_____	Listen (20%) _____	Trade (15%) _____

EQUIPMENT	NOTES
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____